WAL::ISystem + update() + fixedUpdate() + getView() + ~ISystem() WAL::System < CameraComponent, PositionComponent > # wal + ~System() + System() + getView() + onUpdate() + onFixedUpdate() + onSelfUpdate() + update() + fixedUpdate() # System() # System() # operator=() BBM::RenderSystem window camera debugMode - FPS + onSelfUpdate() + onUpdate() + setDebug() + drawBoundingBox() + RenderSystem() + RenderSystem() + ~RenderSystem() + operator=() drawRescaledDrawable() getRescaledPosition() resizeWindow()